

Community Summit 2009

Round I: Visualizing Sugar Land's Future for 2025

The “Good”

What Participants Want to Encourage

Results by Principle

1. Outstanding Cultural Arts, Educational & Recreational Opportunities
2. Destination Activity Centers
3. Superior Mobility
4. Regional Business Center of Excellence
5. Balanced Development & Redevelopment

Results by Individual Categories

1. Quality Education
2. Inter-City Transportation (Tie)
3. Performing & Cultural Arts (Tie)
4. Quality Parks (Tie)
5. Preserve History & Historical Structures (Tie)

Summary

- Top Priority was “Outstanding Cultural Arts, Educational & Recreational Opportunities” (H), though it is a very broad principle and includes many key areas of interest to the community.
 - ~ Within Principle H, Education related comments were the most prevalent, with the majority of the comments being focused on higher educational opportunities.
- Within the second-ranked “Destination Activity Centers” (Principle E), the focus was primarily on quality parks but also included a distinct recognition that intra-city transportation plays a role in connecting these centers.
- “Superior Mobility” (Principle G) was the third highest, and comments included support for both inter-city and intra-city transportation, though it was clear participants have no desire to join METRO.
 - ~ Overall, improved mobility is a key vision for the future - both within Sugar Land and as a part of the larger region that Sugar Land is included in.
- “Regional Business Center of Excellence” (Principle I) is ranked fourth. The community saw a clear link between having quality higher educational opportunities and quality business development / quality jobs with being able to encourage people to live AND work in Sugar Land.
- “Balanced Development and Redevelopment,” the fifth principle, focused heavily on the Imperial site and an overall desire to ensure development is of high quality.

Community Summit: Photo Exercise (The Good)

Safe Community (Principle A)

(6) Strong Public Safety (Groups: 1, 3, 4, 5, 10, 11,)

- Safety
- Strong public safety
- Safe City
- Safety
- Safety and health
- Quality of life
 - ~ Air (*Need a monitor in Sugar Land*)
 - ~ Police
 - ~ Fire
 - ~ Parks

(1) Multi Agency Coordination (Group: 4) (Also Included in Other)

- Multi-agency coordination (*Cities, LIDs, etc; do well now and it is increasing in importance*)

(7 Total Votes)

Beautiful Community (Principle B)

(5) Open/Green Space (Groups: 1, 3, 5, 7, 11) (Also Included in Principle D)

- Open/Green space (passive)
- Natural beauty and open space
- Green space/ Open space
- Green space
- Green space
 - ~ Parks
 - ~ Tree canopies
 - ~ Medians

(5) Mature/beautiful landscaping (Groups: 2, 3, 4, 8, 13) (Also Included in Principle F)

- Mature/beautiful landscaping (*Aesthetics*)
- Quality landscaping
- Beautification
- Landscaping
- Landscaping and pedestrian trails along natural waterways and drainage channels

(3) Great Looking ROWs (Groups: 4, 7, 10) (Also Included in Principle F)

- Great looking commons / ROW
- ROW beautification w/ decorative lighting (*Focus on main thoroughfares*)
- Xtra mile on aesthetics (*Going the extra mile*)

(2) Beautiful and Accessible Waterways (Groups: 2, 9) (Also Included in Principles D, H)

- Beautiful and accessible waterways (*Focus on Brazos River – boat and canoe accessibility*)
- Take advantage of water resources for living/ recreation (*For public access*)

(2) Beautiful homes/ nice architecture (Groups: 2, 7) (Also Included in Principles F, J)

- Beautiful homes with nice architecture
- Maintain Quality Homes

(1) Iconic Architecture (Group: 1) (Also Included in Principles E, J)

- Iconic Architecture (*Creative architecture and no more “red brick”*)

(1) Branding of Business District (Group: 13)

- Branding of business districts (*e.g. Uptown, Westchase*)

(19 Total Votes)

Inclusive Community (Principle C)

(8) Preserve History & Historical Structures (Groups: 3, 4, 6, 7, 10, 11, 12, 13) (Also Included in Principles H, J)

- Open/Green space (passive)
- Preserve key features and history
- Historic Preservation/Redevelopment (*Very important to table*)
- Heritage (*Showcase*)
- Historic preservation
- Historical Preservation (*Lakeview, Sugar Factory*)
- Preservation of Old Sugar Land (*Focus on Imperial redevelopment*)
- Preservation of Historical locations
 - ~ Important to maintain existing neighborhoods (*Character and feel*)
 - ~ Preserve historic structures and city's history (*Maintaining historic character/structure of buildings but encourage redevelopment with a different use; don't want to encourage teardowns*)

(4) Senior Citizen Friendly (Groups: 1, 2, 3, 5)

- Senior citizen friendly (*Acknowledgment population is aging; better access to public and private spaces; general things like more visible traffic signs*)
- Senior services and housing
- Specific medical facilities
 - ~ Skilled nursing facility (A facility for the aging population who cannot take care of themselves)
 - ~ For example: The Concierge Luxury Care/Quality, 2310 Eldridge Pkwy H, TX 77077....The Colonnade in Pearland, TX
- Senior recreational activities

(2) Diversity (Groups: 6, 8) (Also Included in Principle K)

- Diversity
- Continuation of Diversity

(I) Quality Civic Involvement (Group: 7) (Also Included in Principle K)

- Quality Civic Involvement (*Continued input from community*)

(I) Patriotism and Events (Group: 10) (Also Included in Principle K)

- Patriotism and events (*i.e. 4th of July, Impact a Hero*)

(16 Total Votes)

Environmentally Responsible Community (Principle D)
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(5) Open/Green Space (Groups: 1, 3, 5, 7, 11) (Also Included in Principle B)

- Open/Green space (passive)
- Natural beauty and open space
- Green space/ Open space
- Green space
- Green space
 - ~ Parks
 - ~ Tree canopies
 - ~ Medians

(4) Sustainable Innovations (Groups: 6, 8, 9, 10)

- Sustainability innovations (*Incentives – finding ways to encourage sustainable practices; recycling; solar panels*)
- Green City (i.e. LEED, solar) (*City should take the initiative on this*)
- Sustainable environment
 - ~ Solar energy
 - ~ Building designs
 - ~ Water recycle
 - ~ Recycling
- Environmental

(2) Beautiful and Accessible Waterways (Groups: 2, 9) (Also Included in Principles B, H)

- Beautiful and accessible waterways (*Focus on Brazos River – boat and canoe accessibility*)
- Take advantage of water resources for living/ recreation (*For public access*)

(1) Recycling (Group: 2)

- Recycling

(1) Good drainage (Group: 5) (Also Included in Principle F)

- Good drainage

(1) Air Monitor (Group: 11)

- Quality of life
 - ~ Air (*Need a monitor in Sugar Land*)
 - ~ Police / Fire / Parks

(14 Total Votes)

Destination Activity Centers (Principle E)

(8) Quality Parks (Groups: 2, 3, 4, 6, 7, 8, 11, 12) (Also Included in Principle H)

- Beautiful parks with shade
- Quality parks/open space
- Safe, beautiful parks
- Parks/Greenspace
- Playgrounds
- More parks
- Green space
 - ~ Parks (As well as Quality of Life – Parks)
- Parks/ Green Space
 - ~ Regional Parks
 - ~ Neighborhood Parks
 - ~ Destination Parks

(7) Intra-city Transportation (Groups: 1, 4, 8, 9, 11, 12, 13) (Also Included in Principle G)

- Connectors (intra-city)
- Transportation (*Expand intra-city as long as it is financially feasible*)
- Mono/light rail (*Connections to Houston theater/museums (inter-city); and within SL (intra-city)*)
- Town Square Events-type of development.- trolley connection-pedestrian friendly
- Improve mobility
 - ~ Within region
 - ~ In City
 - ~ Signal counters (*Pedestrian crosswalk countdown signals at all City crossings*)
- Transportation/Mobility
 - ~ Re-route commercial trains to make room for people/commuter train traffic
 - ~ Highway 6/ 59 Mobility – Smart traffic lights
 - ~ Additional modes of transportation (Circulator between Lake Point and Town Square)
- Transportation/ Mobility

(6) Sports Venue (Groups: 1, 2, 6, 8, 11, 12) (Also Included in Principle H)

- Sports Venue (i.e. baseball)
- Baseball stadium
- Tourism and entertainment (*Baseball stadium*)
- Sports venues
- Sports complex
 - ~ Diverse (baseball/cricket) (*Need diverse activities to match diverse community*)
- Sports
 - ~ Baseball
 - ~ Soccer

(5) Trail system (Groups: 1, 6, 7, 8, 9) (Also Included in Principles G, H)

- Trail System
- Trails – Hike and Bike
- Hike and bike
- B/H trails (*within the City*)
- Trails with shade

(4) Quality Entertainment & Arts Venues (Groups: 2, 3, 4, 12) (Also Included in Principle H)

- Outdoor/indoor amphitheater
- Quality entertainment, Arts venues/Nightlife
- Finish Entertainment District (*Includes finishing Brazos River Park*)
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(3) Mixed Use Development (Groups: 2, 7, 12) (Also Included in Principle J)

- Mixed use development (*Similar to Town Square*)
- Mixed use, residential commercial
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(3) Quality and Diverse Housing (Groups: 6, 9, 10) (Also Included in Principles F, J)

- Quality and diverse housing (*There needs to be options for young professionals that support the business center; elderly and empty nesters*)
- Low maintenance zero lot line housing, aging population (*There is recognition that this group of the population has a higher income; focus on attracting this group because they have disposable income*)
- Housing options (*For all stages in life*)

(3) Pedestrian Friendly (Groups: 8, 9, 11) (Also Included in Principle G)

- Pedestrian friendly
- Town Square Events-type of dev.- trolley connection-pedestrian friendly
- Improve mobility
 - ~ Within region
 - ~ In City
 - ~ Signal counters (*Pedestrian crosswalk countdown signals at all City crossings*)

(2) Gathering Places (Groups: 6, 12) (Also Included in Principle H)

- Eclectic gathering places (*No more of the same; develop an identity*)
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(I) Iconic Architecture (Group: 1) (Also Included in Principles B, J)

- Iconic Architecture (*Creative architecture and no more “red brick”*)

(I) Quality Retail Development (Group: 3) (Also Included in Principles I, J)

- Quality retail development

(I) Quality Restaurants (Group: 3)

- Quality restaurants (*Upscale, high-end*)

(I) Strong Town Center (Group: 4)

- Strong town center

(I) Varied Commercial Growth (Group: 10) (Also Included in Principles I, J)

- Varied commercial growth (*So people don't have to leave SL*)

(46 Total Votes)

Great Neighborhoods (Principle F)

(5) Mature/beautiful landscaping (Groups: 2, 3, 4, 8, 13) (Also Included in Principle B)

- Mature/beautiful landscaping (*Aesthetics*)
- Quality landscaping
- Beautification
- Landscaping
- Landscaping and pedestrian trails along natural waterways and drainage channels

(3) Great Looking ROWs (Groups: 4, 7, 10) (Also Included in Principle B)

- Great looking commons / ROW
- ROW beautification w/ decorative lighting (*Focus on main thoroughfares*)
- Xtra mile on aesthetics (*Going the extra mile*)

(3) Quality and Diverse Housing (Groups: 6, 9, 10) (Also Included in Principles E, J)

- Quality and diverse housing (*There needs to be options for young professionals that support the business center; elderly and empty nesters*)
- Low maintenance zero lot line housing, aging population (*There is recognition that this group of the population has a higher income; focus on attracting this group because they have disposable income*)
- Housing options (*For all stages in life*)

(2) Beautiful homes/ nice architecture (Groups: 2, 7) (Also Included in Principle B, J)

- Beautiful homes with nice architecture
- Maintain Quality Homes

(1) Good drainage (Group: 5) (Also Included in Principle D)

- Good drainage

(I) Maintain existing transportation network (Group: 5) (Also Included in Principles G & J)

- Maintain existing transportation network (*Maintain quality roadways, no pot holes!*)

(I) Scale (Group: 8) (Also Included in Principle J)

- Scale

(16 Total Votes)

Superior Mobility (Principle G)

(9) Inter-City Transportation (Groups: 1, 2, 5, 6, 8, 10, 11, 12, 13)

- Mass transit (inter-city)
- Commuter transit and transit circulators
- Localized transit circulator (*Includes inter-city as well, but would have concerns over METRO*)
- Intra-city transit and light/commuter rail and intergalactic travel (Mars) (*Includes inter-city transit*)
- Mono/light rail (*Connections to Houston theater/museums (inter-city); and within SL (intra-city)*)
- Mobility (*No METRO; okay with transportation into Houston as long as not a Metro bus; pretty infrastructure*)
- Improve mobility
 - ~ Within region
 - ~ In City
 - ~ Signal counters (*Pedestrian crosswalk countdown signals at all City crossings*)
- Transportation Mobility
 - ~ Re-route commercial trains to make room for people/commuter train traffic
 - ~ Highway 6/ 59 Mobility – Smart traffic lights
 - ~ Additional modes of transportation (Circulator between Lake Point and Town Square)
- Address both public transit and intermodal within Sugar Land (*Okay with inter-city transit as long as not METRO or buses*)

(7) Intra-city Transportation (Groups: 1, 4, 8, 9, 11, 12, 13) (Also Included in Principle E)

- Connectors (intra-city)
- Transportation (*Expand intra-city as long as it is financially feasible*)
- Mono/light rail (*Connections to Houston theater/museums (inter-city); and within SL (intra-city)*)
- Town Square Events-type of development.- trolley connection-pedestrian friendly
- Improve mobility
 - ~ Within region
 - ~ In City
 - ~ Signal counters (*Pedestrian crosswalk countdown signals at all City crossings*)
- Transportation/Mobility
 - ~ Re-route commercial trains to make room for people/commuter train traffic
 - ~ Highway 6/ 59 Mobility – Smart traffic lights
 - ~ Additional modes of transportation (Circulator between Lake Point and Town Square)
- Transportation/ Mobility

(5) Trail system (Groups: 1, 6, 7, 8, 9) (Also Included in Principles E, H)

- Trail System
- Trails – Hike and Bike

- Hike and bike
- B/H trails (*within the City*)
- Trails with shade

(4) Strong General Aviation (Groups: 2, 3, 5, 13) (Also Included in Principle I)

- Strong general aviation/ residential airpark (*Issue is affordability for residents to use hangars*)
- Corporate focused airport (*Support general aviation limitation*)
- Airport (*Like business aspect; focused on corporate draw*)
- Maintain SLRA corporate status and US Customs

(3) Improved Mobility (Groups: 7, 12, 13)

- Improved mobility
- Transportation/Mobility
 - ~ Re-route commercial trains to make room for people/commuter train traffic
 - ~ Highway 6/ 59 Mobility – Smart traffic lights
 - ~ Additional modes of transportation (Circulator between Lake Point and Town Square)
- Transportation/ Mobility

(3) Pedestrian Friendly (Groups: 8, 9, 11) (Also Included in Principle E)

- Pedestrian friendly
- Town Square Events-type of dev.- trolley connection-pedestrian friendly
- Improve mobility
 - ~ Within region
 - ~ In City
 - ~ Signal counters (*Pedestrian crosswalk countdown signals at all City crossings*)

(2) Bike Lanes on Roads (Groups: 9, 13)

- Bicycle lanes on neighborhood roads (*Bicycle lane network; encourage a bike friendly community*)
- Dedicated Bike Trails (*Bike only trails*)

(1) Regional Airport (Group: 11)

- Need a “regional” airport (*Group was split on allowing commercial services at the airport; discussed traffic impacts, etc., but decided to list on both ‘want’ and ‘don’t want’ lists*)

(1) Maintain existing transportation network (Group: 5) (Also Included in Principles F & J)

- Maintain existing transportation network (*Maintain quality roadways, no pot holes!*)

(35 Total Votes)

Outstanding Cultural Arts, Educational and Recreational Opportunities (Principle H)

(11) Quality Education (Groups: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12) (Also Included in Principle I)

- Specialized/robust higher ed. (possibly dorms) (*UH campus expansion*)

- Quality education facilities and opportunities (*Recognition that City is not in the school business*)
- Education (*UH, FBISD a high-performing school district*)
- Higher education
- More educational opportunities (*Includes all education: higher education and more technical, vocational, adult education, etc.*)
- Higher education
- Higher Education & Exemplary Pre K – 12
- Higher education
- Close higher education (*UH*)
- Higher Education centers
- Education (*Higher*)
 - ~ Expansion of existing

(8) Performing and Cultural Arts (Groups: 1, 4, 5, 6, 7, 8, 11, 13)

- Performing arts and Cultural Arts
- Cultural arts
- Cultural arts
- Culture (*Local arts groups*)
- Fine/arts cultural centers
- Fine Arts
- Cultural performing arts center
- Cultural and Performing Arts

(8) Quality Parks (Groups: 2, 3, 4, 6, 7, 8, 11, 12) (Also Included in Principle E)

- Beautiful parks with shade
- Quality parks/open space
- Safe, beautiful parks
- Parks/Greenspace
- Playgrounds
- More parks
- Green space
 - ~ Parks (As well as Quality of Life – Parks)
- Parks/ Green Space
 - ~ Regional Parks
 - ~ Neighborhood Parks
 - ~ Destination Parks

(8) Preserve History & Historical Structures (Groups: 3, 4, 6, 7, 10, 11, 12, 13) (Also Included in Principles C, J)

- Open/Green space (passive)
- Preserve key features and history
- Historic Preservation/Redevelopment (*Very important to table*)
- Heritage (*Showcase*)
- Historic preservation
- Historical Preservation (*Lakeview, Sugar Factory*)
- Preservation of Old Sugar Land (*Focus on Imperial redevelopment*)
- Preservation of Historical locations
 - ~ Important to maintain existing neighborhoods (*Character and feel*)
 - ~ Preserve historic structures and city's history (*Maintaining historic character/structure of buildings but encourage redevelopment with a different use; don't want to encourage teardowns*)

(6) Sports Venue (Groups: 1, 2, 6, 8, 11, 12) (Also Included in Principle E)

- Sports Venue (i.e. baseball)
- Baseball stadium
- Tourism and entertainment (*Baseball stadium*)
- Sports venues
- Sports complex
 - ~ Diverse (baseball/cricket) (*Need diverse activities to match diverse community*)
- Sports
 - ~ Baseball
 - ~ Soccer

(5) Trail system (Groups: 1, 6, 7, 8, 9) (Also Included in Principles E, G)

- Trail System
- Trails – Hike and Bike
- Hike and bike
- B/H trails (*within the City*)
- Trails with shade

(4) Public Art (Groups: 1, 6, 7, 9)

- Public Art
- Public Art (*Large pieces and small pieces throughout community*)
- Art in public places
- Public art sculpture, great public spaces

(4) Quality Entertainment & Arts Venues (Groups: 2, 3, 4, 12) (Also Included in Principle E)

- Outdoor/indoor amphitheater
- Quality entertainment, Arts venues/Nightlife
- Finish Entertainment District (*Includes finishing Brazos River Park*)
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(3) Fountains / Water features (Groups: 6, 11, 13)

- Fountains/Water features
- Water features
- Interactive water features and parks and gathering places

(2) Beautiful and Accessible Waterways (Groups: 2, 9) (Also Included in Principles B, D)

- Beautiful and accessible waterways (*Focus on Brazos River – boat and canoe accessibility*)
- Take advantage of water resources for living/ recreation (*For public access*)

(2) Gathering Places (Groups: 6, 12) (Also Included in Principle E)

- Eclectic gathering places (*No more of the same; develop an identity*)

- Development
 - ~ Multi-use commercial
 - ~ Mixed use (Mixed use centers, like Town Square)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(2) Dog Park (Groups: 7, 9)

- Dog park
- Dog park

(2) Museum (Groups: 9, 12)

- Museums / Art active (*Public art, public spaces*)
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums
 - ~ Gathering places
 - ~ Destination (*Places that draw people to come to SL*)
 - ~ Entertainment Complex

(2) Family Activities (Groups: 5, 10) (Also Included in Principle K)

- Family recreation (*City should invest in passive, family activity areas for family recreation, e.g. Frisbee, etc.*)
- Family activities (*Soccer, softball, Town Square, etc.*)

(1) Children's Athletic Programs (Group: 3)

- Children's athletic programs (*Parks & Rec programming unique; don't replicate school district*)

(1) Farmers Market (Group: 9)

- Farmer's (open air) market

(69 Total Votes)

Regional Business Center of Excellence (Principle I)

(11) Quality Education (Groups: 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12) (Also Included in Principle H)

- Specialized/robust higher ed. (possibly dorms) (*UH campus expansion*)
- Quality education facilities and opportunities (*Recognition that City is not in the school business*)
- Education (*UH, FBISD a high-performing school district*)
- Higher education
- More educational opportunities (*Includes all education: higher education and more technical, vocational, adult education, etc.*)
- Higher education
- Higher Education & Exemplary Pre K – 12
- Higher education

- Close higher education (*UH*)
- Higher Education centers
- Education (*Higher*)
 - ~ Expansion of existing

(6) Quality business development (Groups: 3, 4, 5, 7, 8, 9)

- Quality business development
- Strong economic development
- World class business/ economic development (*Includes international economic development*)
- World class office space with R&D
- Research center
- Employment International Businesses (*Encourage attracting these types of businesses to reach a regional business center standing*)

(5) Medical (Groups: 3, 5, 8, 9, 12)

- Medical
- Medical center
- Medical Ctr
- Health Care
 - ~ Hospitals / Doctor's Offices / State of the Art
- Medical Center
 - ~ Expansion of facilities / Brings critical services to the area

(4) Strong General Aviation (Groups: 2, 3, 5, 13) (Also Included in Principle G)

- Strong general aviation/ residential airpark (*Issue is affordability for residents to use hangars*)
- Corporate focused airport (*Support general aviation limitation*)
- Airport (*Like business aspect; focused on corporate draw*)
- Maintain SLRA corporate status and US Customs

(1) Quality Retail Development (Group: 3) (Also Included in Principles E, J)

- Quality retail development

(1) Varied Commercial Growth (Group: 10) (Also Included in Principles E, J)

- Varied commercial growth (*So people don't have to leave SL*)

(1) Strong Corporate Presence (Group: 13) (Also Included in Principle K)

- Strong corporate presence with community spirit (*Want companies that will be involved in the community*)

(29 Total Votes)

Balanced Development & Redevelopment (Principle J)

(8) Preserve History & Historical Structures (Groups: 3, 4, 6, 7, 10, 11, 12, 13) (Also Included in Principles C, H)

- Open/Green space (passive)
- Preserve key features and history

- Historic Preservation/Redevelopment (*Very important to table*)
- Heritage (*Showcase*)
- Historic preservation
- Historical Preservation (*Lakeview, Sugar Factory*)
- Preservation of Old Sugar Land (*Focus on Imperial redevelopment*)
- Preservation of Historical locations
 - ~ Important to maintain existing neighborhoods (*Character and feel*)
 - ~ Preserve historic structures and city's history (*Maintaining historic character/structure of buildings but encourage redevelopment with a different use; don't want to encourage teardowns*)

(5) Redevelopment (Groups: 1, 2, 3, 7, 9)

- Redev. (*Focus on Imperial, Filling retail spaces across City*)
- Imperial redeveloped well
- Quality redevelopment (*Ensuring things last – good materials, durability*)
- Redevelopment (*Rental restoration; upkeep on north side of town*)
- Imperial Redevelopment

(3) Mixed Use Development (Groups: 2, 7, 12) (Also Included in Principle E)

- Mixed use development (*Similar to Town Square*)
- Mixed use, residential commercial
- Development
 - ~ Multi-use commercial
 - ~ Mixed use (*Mixed use centers, like Town Square*)
 - ~ Museums / Gathering places / Destination (*Places that draw people to come to SL*) / Entertainment Complex

(3) Quality and Diverse Housing (Groups: 6, 9, 10) (Also Included in Principles E, F)

- Quality and diverse housing (*There needs to be options for young professionals that support the business center; elderly and empty nesters*)
- Low maintenance zero lot line housing, aging population (*There is recognition that this group of the population has a higher income; focus on attracting this group because they have disposable income*)
- Housing options (*For all stages in life*)

(2) Beautiful homes/ nice architecture (Groups: 2, 7) (Also Included in Principles B, F)

- Beautiful homes with nice architecture
- Maintain Quality Homes

(1) Iconic Architecture (Group: 1) (Also Included in Principles B, E)

- Iconic Architecture (*Creative architecture and no more “red brick”*)

(1) Scale (Group: 8) (Also Included in Principle F)

- Scale

(1) Quality Retail Development (Group: 3) (Also Included in Principles E, I)

- Quality retail development

(I) Varied Commercial Growth (Group: 10) (Also Included in Principles E, I)

- Varied commercial growth (*So people don't have to leave SL*)

(I) Well planned Community Development (Group: 5)

- Well planned / designed community/ development

(I) Preserve Natural Beauty (Group: 8)

- Environmentally friendly (*Continue with natural setting; more trees, landscaping. Incorporate new development into natural setting instead of bulldozing down ; preserve natural Imperial landscaping*)

(I) Maintain existing transportation network (Group: 5) (Also Included in Principles F & G)

- Maintain existing transportation network (*Maintain quality roadways, no pot holes!*)

(28 Total Votes)

Community Pride in Sugar Land (Principle K)

(2) Diversity (Groups: 6, 8) (Also Included in Principle C)

- Diversity
- Continuation of Diversity

(2) Family Activities (Groups: 5, 10) (Also Included in Principle H)

- Family recreation (*City should invest in passive, family activity areas for family recreation, e.g. Frisbee, etc.*)
- Family activities (*Soccer, softball, Town Square, etc.*)

(I) Quality Civic Involvement (Group: 7) (Also Included in Principle C)

- Quality Civic Involvement (*Continued input from community*)

(I) Patriotism and Events (Group: 10) (Also Included in Principle C)

- Patriotism and events (*i.e. 4th of July, Impact a Hero*)

(I) Strong Corporate Presence (Group: 13) (Also Included in Principle I)

- Strong corporate presence with community spirit (*Want companies that will be involved in the community*)

(7 Total Votes)

Other

(3) Proactive Government (Groups: 4, 8, 11)

- Proactive Government
- Exemplary City Govt
- Superior city services

(I) Multi Agency Coordination (Group: 4) (Also Included in Principle A)

- Multi-agency coordination (*Cities, LIDs, etc; do well now and it is increasing in importance*)

(4Total Votes)